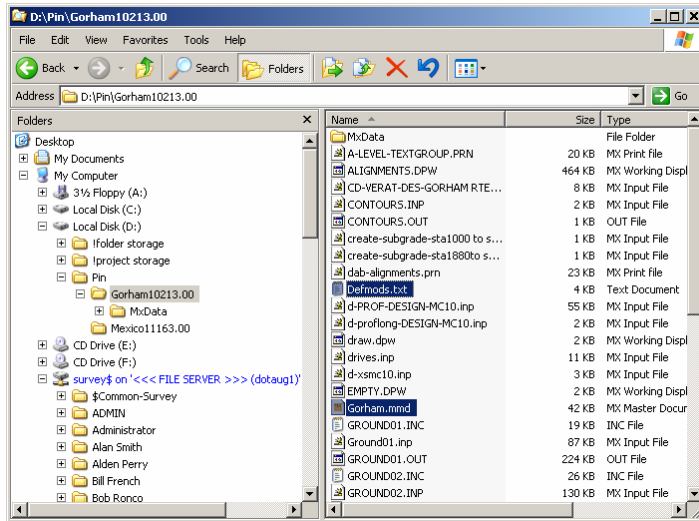


Transition of existing Design Projects

After the installation of the US Customary interface, it will be important to make sure that the existing METRIC design projects located on your computer have the correct pathing.

Existing Metric Projects are Expected to stay METRIC !!

Prior to following the next few steps, as a safety measure, Create a Zip back-up of your design projects.



1. Using an Explorer session, browse to the project folder location.

2. Delete the Project.mmd and the Defmods.txt.

NOTE: It is very important to keep the existing model.fil or you will lose all design work.

Launch Mx.

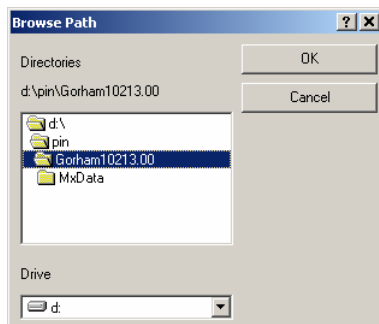
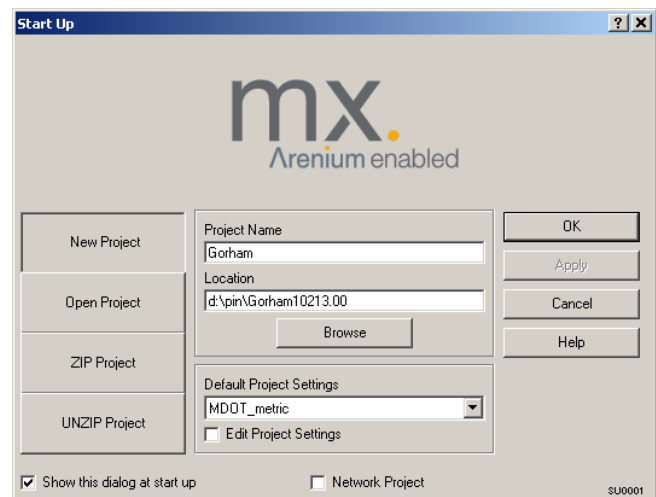
At the START UP panel

Be sure to verify that the correct units are being selected in the “Default Project Settings” dialogue box, located near the center bottom of the panel.

Metric projects -- **MDOT metric**

Us Customary projects -- **MDOT Imperial**

Choose the **New Project** button



and browse to the correct project location.

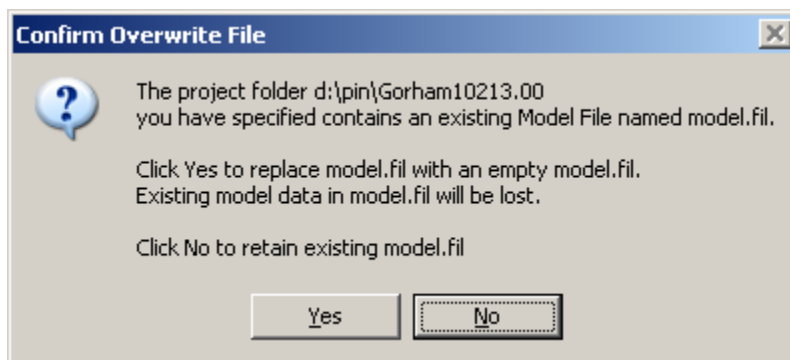
Select **OK**

Fill in the appropriate name for the new MMD.

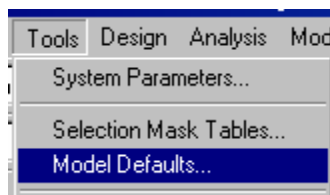
Click **OK**.

A warning panel will appear stating that the folder you have selected already contains an existing model.fil.

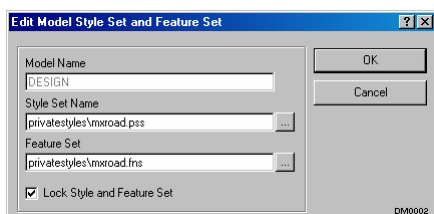
You **must** answer **NO** to keep the existing model.fil.



Your Mx will open up to your existing project. Go to the TOOLS menu and then to Model Defaults.



At the next panel select a model and choose the **EDIT** button.



The model name will be displayed with the associated Feature and Style Set. Make sure there is a check mark in the "Lock Style and Feature Set" box.

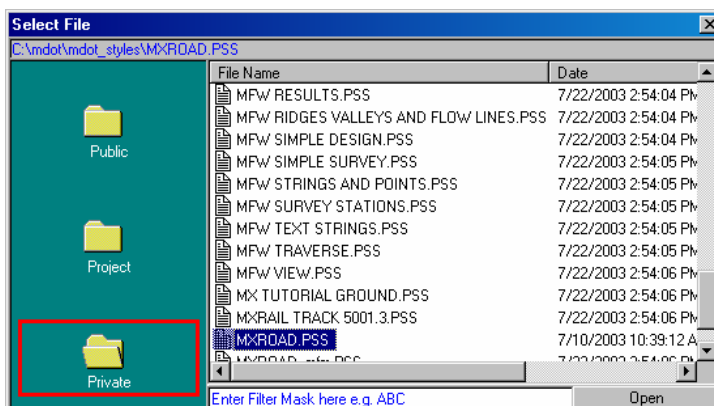
If the Style Set Name and Feature Set Names are blank or incorrect, select the **...** button and then browse to the correct location.

*note: this should be in the **Private** folder*

*The location for Metric-
C:\Mdot\mdot_styles\...*

*The location for Us Customary-
C:\Mdot\Imperial_styles\...*

Choose the necessary *.pss or *.fns for the model and click **OPEN**.



Verify that each Model is being directed to the correct location for the Stylesets.

Metric Projects

CONTOURS - C:\mdot\mdot_styles\Mdot Contours.Pss & .Fns
DESIGN - C:\mdot\mdot_styles\MxRoads.Pss & .Fns
GROUND - C:\mdot\mdot_styles\Mdot Plan Gray.Pss & .Fns
Or - C:\mdot\mdot_styles\Mdot Plan Color.Pss & .Fns (user preference)
POINTS - C:\mdot\mdot_styles\Mdot Points and Strings.Pss & .Fns
TEXT - C:\mdot\mdot_styles\Mdot Text Strings.Pss & .Fns
TRAVERSE - C:\mdot\mdot_styles\Mdot Traverse.Pss & .Fns
TRIANGLES - C:\mdot\mdot_styles\Mdot Triangulation.Pss & .Fns
XSMC10 - C:\mdot\mdot_styles\Mdot Cross Section.Pss & .Fns

Us Customary Projects

CONTOURS - C:\mdot\imperial_styles\Mdot Contours.Pss & .Fns
DESIGN - C:\mdot\imperial_styles\MxRoads.Pss & .Fns
GROUND - C:\mdot\imperial_styles\Mdot Plan Gray.Pss & .Fns
Or - C:\mdot\imperial_styles\Mdot Plan Color.Pss & .Fns (user preference)
POINTS - C:\mdot\imperial_styles\Mdot Points and Strings.Pss & .Fns
TEXT - C:\mdot\imperial_styles\Mdot Text Strings.Pss & .Fns
TRAVERSE - C:\mdot\imperial_styles\Mdot Traverse.Pss & .Fns
TRIANGLES - C:\mdot\imperial_styles\Mdot Triangulation.Pss & .Fns
XSMC10 - C:\mdot\imperial_styles\Mdot Cross Section.Pss & .Fns

You can continue with your project as before and your processes should work correctly. If you get an unexpected error, please verify that the correct Style Set has been assigned to the models you are trying to access. This has been the biggest stumbling block experienced so far during the transition.